

Player
<ul style="list-style-type: none"> – first_name : string – last_name : string – stats_bat : BatStats – stats_bowl : BowlStats – bat_hand : bool – bowl_type : int
<ul style="list-style-type: none"> + Player(c_first_name : string, c_last_name : string) + get_initials() : string + get_full_initials() : string + get_full_name() : string + get_bat_stats() : BatStats + get_bowl_stats() : BowlStats

PlayerCard
player : Player
<div>Match</div>
<ul style="list-style-type: none"> + PlayerCard(c_player: Player*) + update_score(outcome : string) : void + get_card(void) : string

BatterCard
<ul style="list-style-type: none"> – runs : int – balls : int – fours : int – sixes : int – out : bool – dismissal : Dismissal
<ul style="list-style-type: none"> + BatterCard(c_player: Player*) + get_sim_stats(): BatStats + update_score(outcome : string) : void + dismissal(desc: Dismissal) : void + get_card(void) : string

BowlerCard
<ul style="list-style-type: none"> – balls : int – overs : int – maidens : int – runs : int – wickets : int – no_balls : int – wides : int
<ul style="list-style-type: none"> + BowlerCard(c_player: Player*) + get_sim_stats(void): BowlStats + update_score(outcome : string) : void + get_card(void) : string

Data Structures
<div>BatStats</div>
<ul style="list-style-type: none"> career_innings : int bat_avg : double
<div>BowlStats</div>
<ul style="list-style-type: none"> career_balls : int bowl_avg : double
<div>Team</div>
<ul style="list-style-type: none"> name : string players : Player*[11]

Innings
<ul style="list-style-type: none"> – team_bat : Team – team_bowl : Team – inns_no : int – inns_open : bool – balls : int – team_score : int – team_lead : int – team_wkts : int – batters : BatterCard*[11] – bowlers : BowlerCard*[11]
<ul style="list-style-type: none"> + Innings(c_team_bat : Team, c_team_bat : Team, c_inns_no : int, c_lead : int) + simulate(void) : Scorecard*